NES-QC-USA ★

KICKLE CUBICLE

INSTRUCTION BOOKLET

PRECAUTIONS

1. This is a high-precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak.
3. Do not clean with benzene, paint thinner, alcohol, or other solvents.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

Thank You

For selecting "Kickle Cubicle"™ Game Pak For your Nintendo Entertainment System.®

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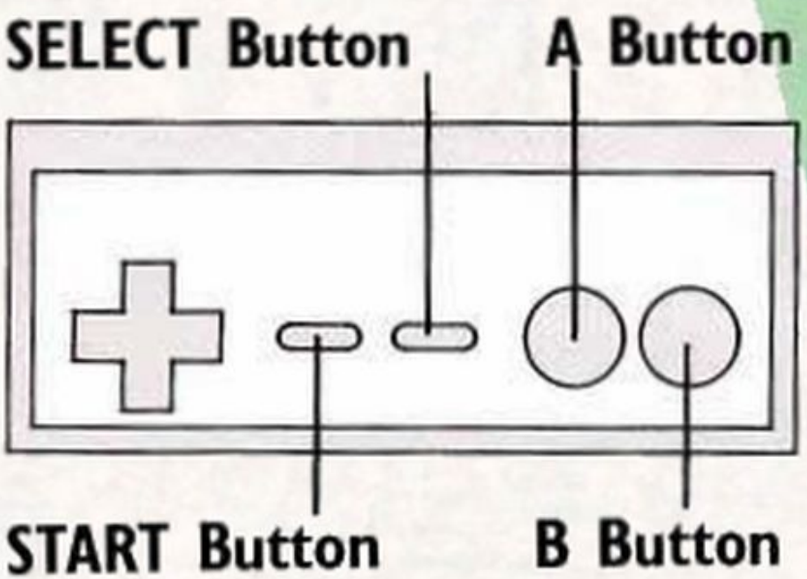
STORY

"Help me Kickle!" a small voice cried, "Help me!" Suddenly, he awoke. Running to his window he looked out. The people were gone, and the Fantasy Kingdom was covered in ice. The Wicked Wizard King had turned the Four Lands of the Kingdom to a cold world of ice, hiding their four beautiful palaces. He had taken the people, and locked them in Dream Bags where they slept in a dreamless slumber. Only Kickle remained in the world of frost. He thought of the voice, and knew that somewhere he had heard it before . . . it was the voice of Princess Mira! He knew that she was somewhere, out in the cold. Somehow, Kickle realized that the Fantasy Kingdom depended on him and his special power. So Kickle set out, armed with his freezing breath. He would turn the invaders to ice, then turn them on their evil master the Wicked Wizard King! Join this unlikely hero on his quest to rescue his Kingdom from this most puzzling and petrifying predicament.

HOW TO USE THE CONTROLLER



A Button

Makes or removes ice pillars. Enters Password.

B Button

Freezes enemies. Moves frozen enemies and hammers.

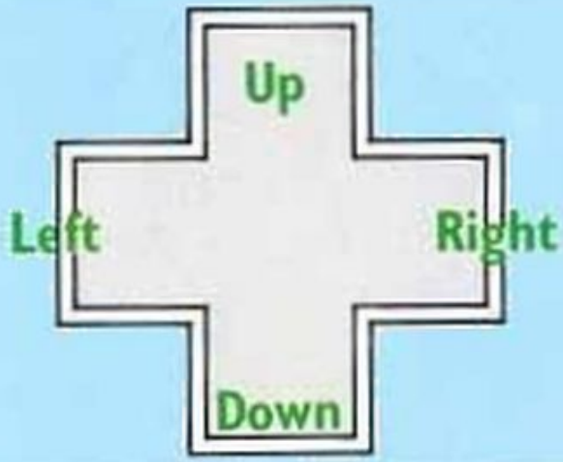
START Button

Starts the game and enters your Password. Used to Pause game during play.

SELECT Button

Selects between START or PASSWORD on title screen. Eliminates Kickle, when trapped on a stage.

CONTROL PAD



LEFT	Moves Kickle left.
RIGHT	Moves Kickle right.
UP	Moves Kickle up.
DOWN	Moves Kickle down.

HOW TO PLAY

Kickle must save the people of the Fantasy Kingdom. They are trapped in the red Dream Bags on each stage. He must collect all the Dream Bags on each stage in order to complete it. Good luck!

GAME PLAY SCREEN

SCORE
Kickle's total points.

TIME
Time limit to complete stage.

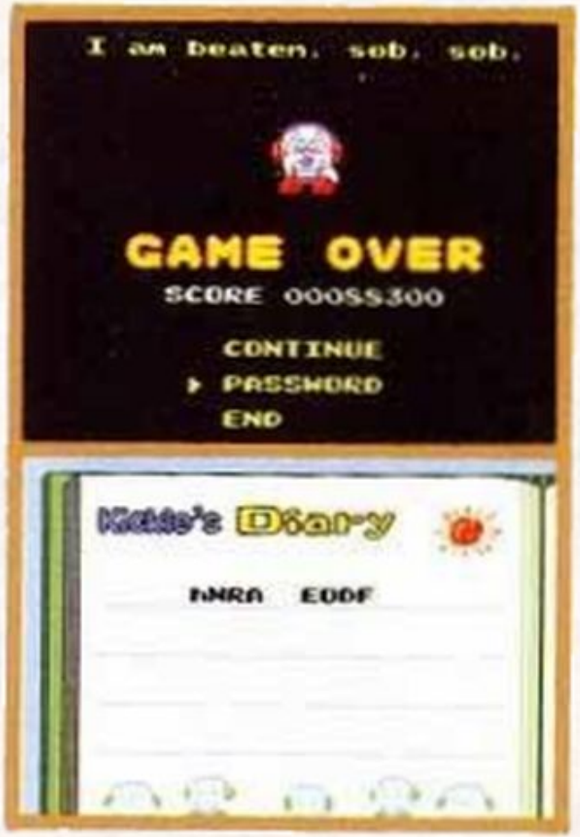
LIFE
Number of Kickles remaining.

CONTINUE

You have two options presented to you after losing your last Kickle. You may continue to play by selecting "CONTINUE" and pressing the START Button, or you may select "PASSWORD" and obtain a Password to keep your position. You may continue as many times as you like. Obtain a Password when you're ready to stop playing for the day.

PASSWORD

Your Password is the way to return to the last level that you were playing Kickle Cubicle. Carefully record your Password. Write the characters down clearly. It is often a good idea to keep more than one copy of your Password, in case one is lost. To obtain your Password, select "PASSWORD" and press START. Write down the Password. The next time you play, select "PASSWORD" and re-enter your Password to return to a past game.



STAGES

Kickle must work his way through the Four Lands of the Fantasy Kingdom, save the people, and find the hidden palaces. If you help Kickle succeed with this puzzling quest, a special game will be your reward.

GARDEN LAND

KOKE

The big bird is bad, and he's after you. Be careful!

FRUIT LAND

PIRO

He is the Lord of Fruit Land now. Can you take it back?

CAKE LAND

KAPAN

Faster and much stronger than previous Bosses. Prepare yourself.

TOY LAND

WICKED WIZARD KING

The Master of Evil himself. He can easily surprise you. Be strong Kickle!

Mmmmm...

STRIKER

When you're out of time Striker will appear and come after you. It's possible to dodge him for a moment, but not forever.

ENEMIES

NOGGLES

Changes to an ice cube.

MR. HOOPLE

Tries to get in the way.

SPARKY

Runs up to you and explodes.

MAX

Kicks the ice cubes away.

ROCKY

Tries to hide as an ice cube.

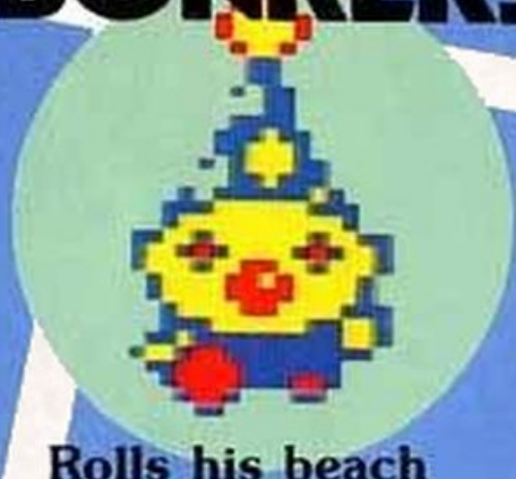
MYRTLE

Uses her shell like a drill.

ROOKER

Bounces your breath back at you.

BONKERS



Rolls his beach ball at you.

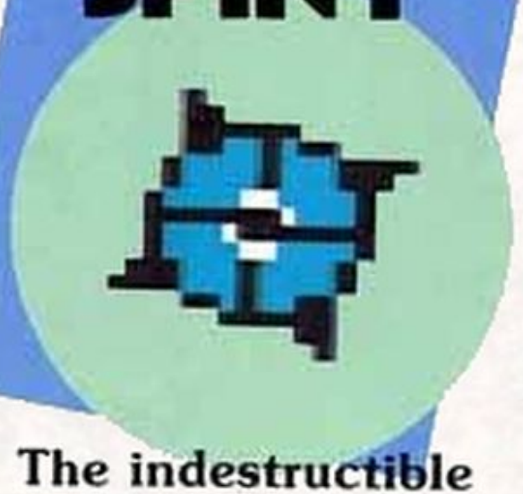
SHADES

Tries to freeze you with breath.

EQUALIZER

Fires cannon balls at you constantly.

SPINY



The indestructible whirling enemy.

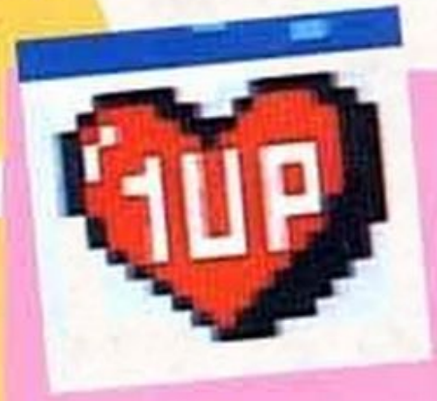
GALE

Like Spiny, he's indestructible.

ITEMS

DREAM BAG

Kickle must save the people that are trapped in these Dream Bags.



1-UP

By picking up this item you will gain an additional Kickle.

ICE POP

Kickle gets big points picking up these.

PRINCESS MIRA'S RING

If you get the ring, you'll go to a Bonus Stage.

OBJECTS

ROCK

You cannot go over these rocks. You can use them to stop ice cubes.

SLIPPERY ICE

Noggles can not go here.

BASE ROCK

Enemies appear from here. It can't be destroyed.

SPRING

Springs an ice cube across the screen. Watch out!

WATER HOLE

You can't fill or walk across these holes in the ice.

BREAKER

Shatters ice cubes that strike his corners.

HAMMER

Changes ice cube direction and hits enemies.

POWER ROCK

Hit this and all the enemies will freeze.

SPECIAL TECHNIQUES

1. You can walk on the water!

You can build a bridge across the water. Freeze a Noggle and push the resulting ice cube toward the open water.

When the ice cube hits the water it will turn into a piece of land so you can walk across. Neat, huh?

2. Two good tricks you can do with the Hammer.

The Hammer is good for turning ice cubes. Push one at a Hammer. When it hits, the Hammer will come around and hit the cube away.

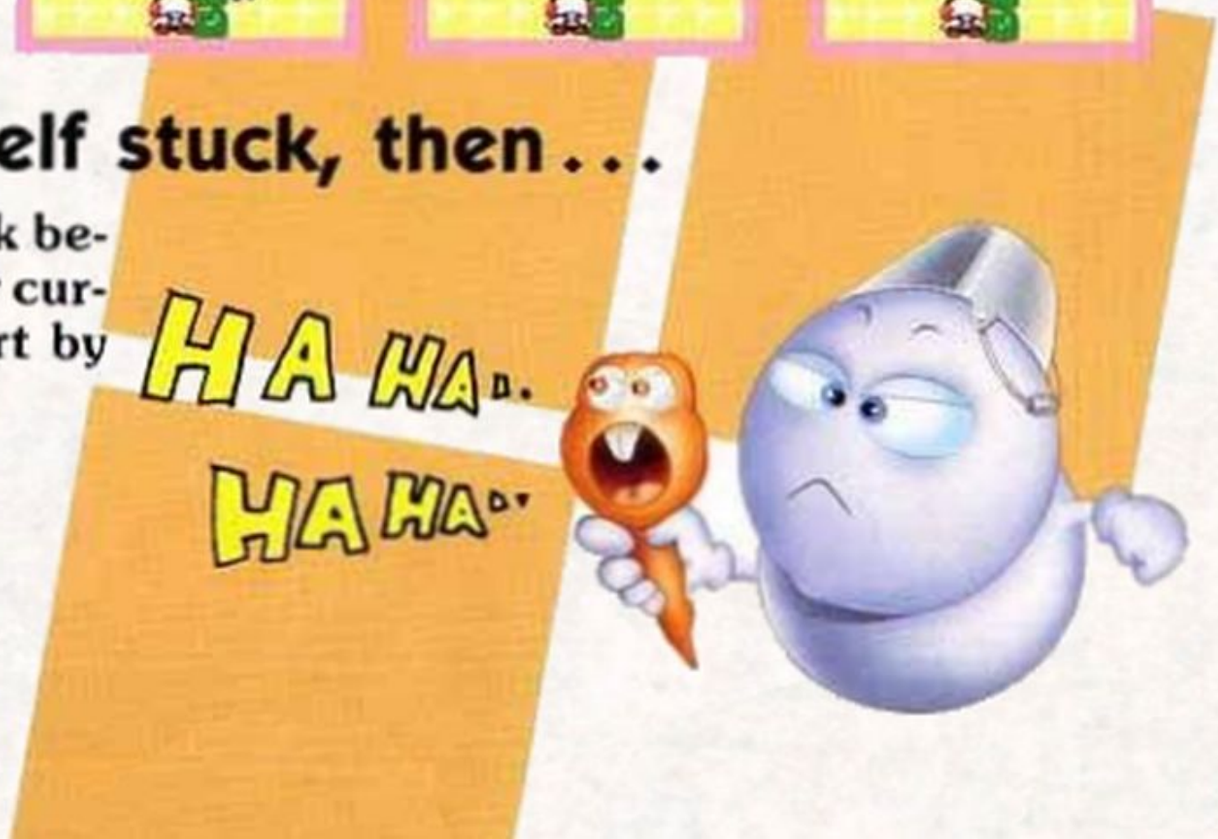
The Hammer can also knock the enemies away from you. Push it when they approach. Be careful, the Hammer can hit you too!

3. Tips on using the Spring.

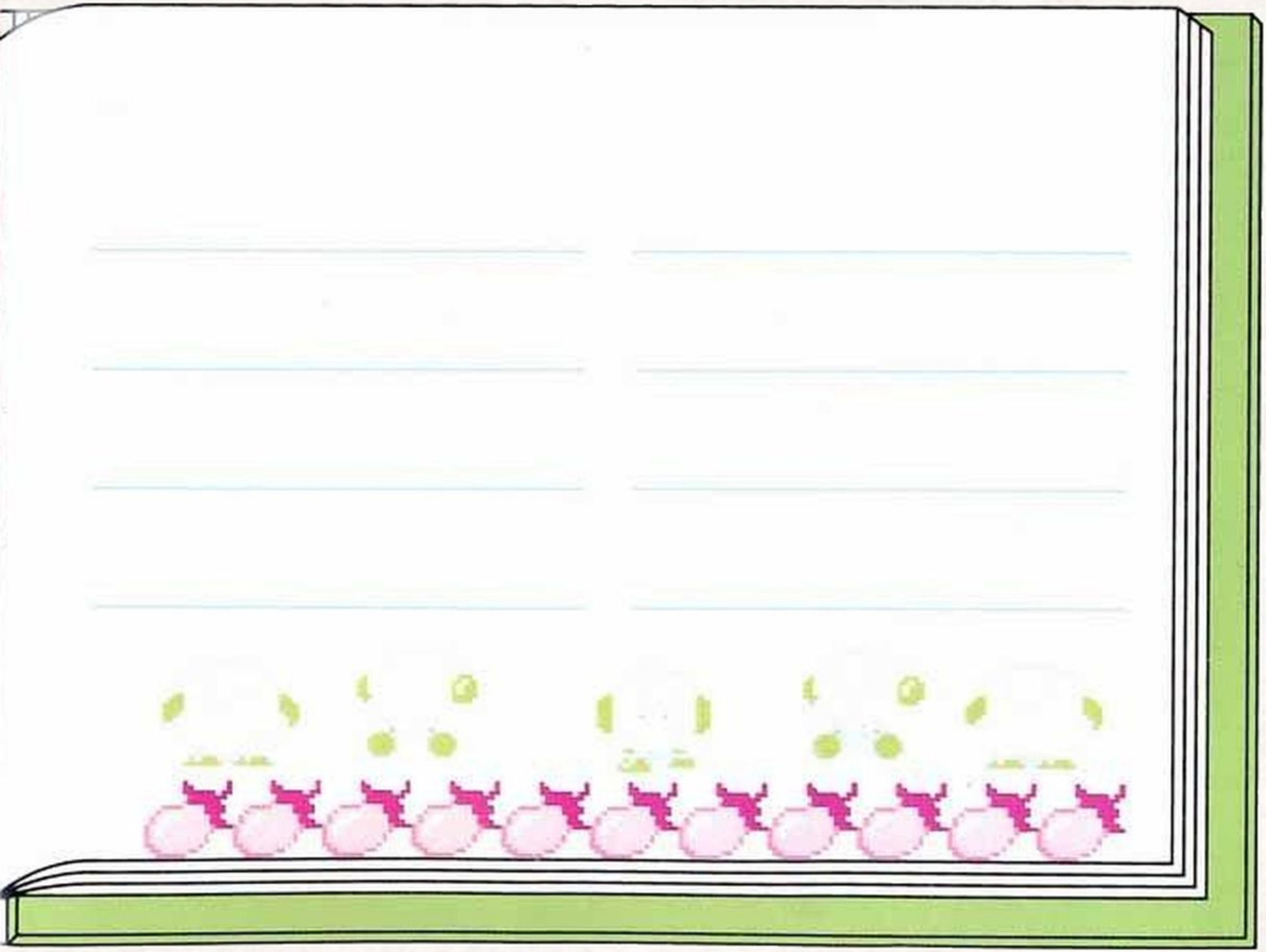
Watch out when pushing ice cubes against the springs. They can bounce back and hit you. Once an ice cube is bouncing back and forth, you can stop it by creating an ice pillar in front of it. The pillar will not break the ice cube and you will then be able to use the cube.

4. If you find yourself stuck, then . . .

It is possible to get Kickle stuck between blocks. You will lose your current Kickle, but you can restart by pressing the SELECT Button.



Kickle's Diary



COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, in strict accordance with the manufacturer's instructions, it may cause interference to radio and television reception. It has been type-tested and found to comply with the limits for a Class B computing device in accordance with the specifications in subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402. Stock No. 004-000-00345-4.

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Irem America Corporation ("IREM AMERICA") warrants to the original consumer purchaser for a period of ninety (90) days following the original retail purchase of this Game Pak ("PAK"), that the PAK is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation.

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The provisions of this warranty are valid in the United States only.

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